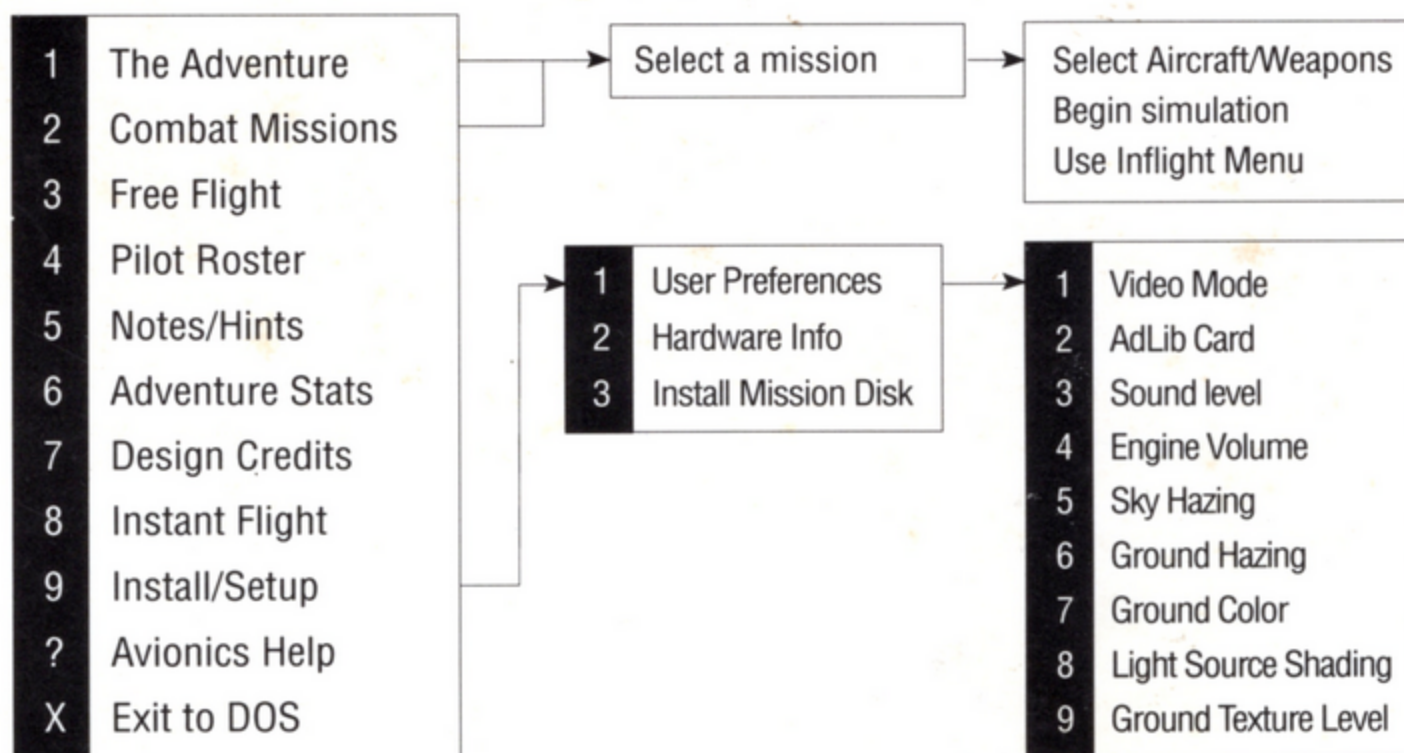## Using the Main Menu

To invoke an action with the Main Menu, simply use the mouse pointer to click on the button for the action you wish to perform, or press the corresponding number key.

1	The Adventure
2	Combat Missions
3	Free Flight
4	Pilot Roster
5	Notes/Hints
6	Adventure Stats
7	Design Credits
8	Instant Flight
9	Install/Setup
?	Avionics Help
X	Exit to DOS

Select a mission

Select Aircraft/Weapons
Begin simulation
Use Inflight Menu

1	User Preferences
2	Hardware Info
3	Install Mission Disk

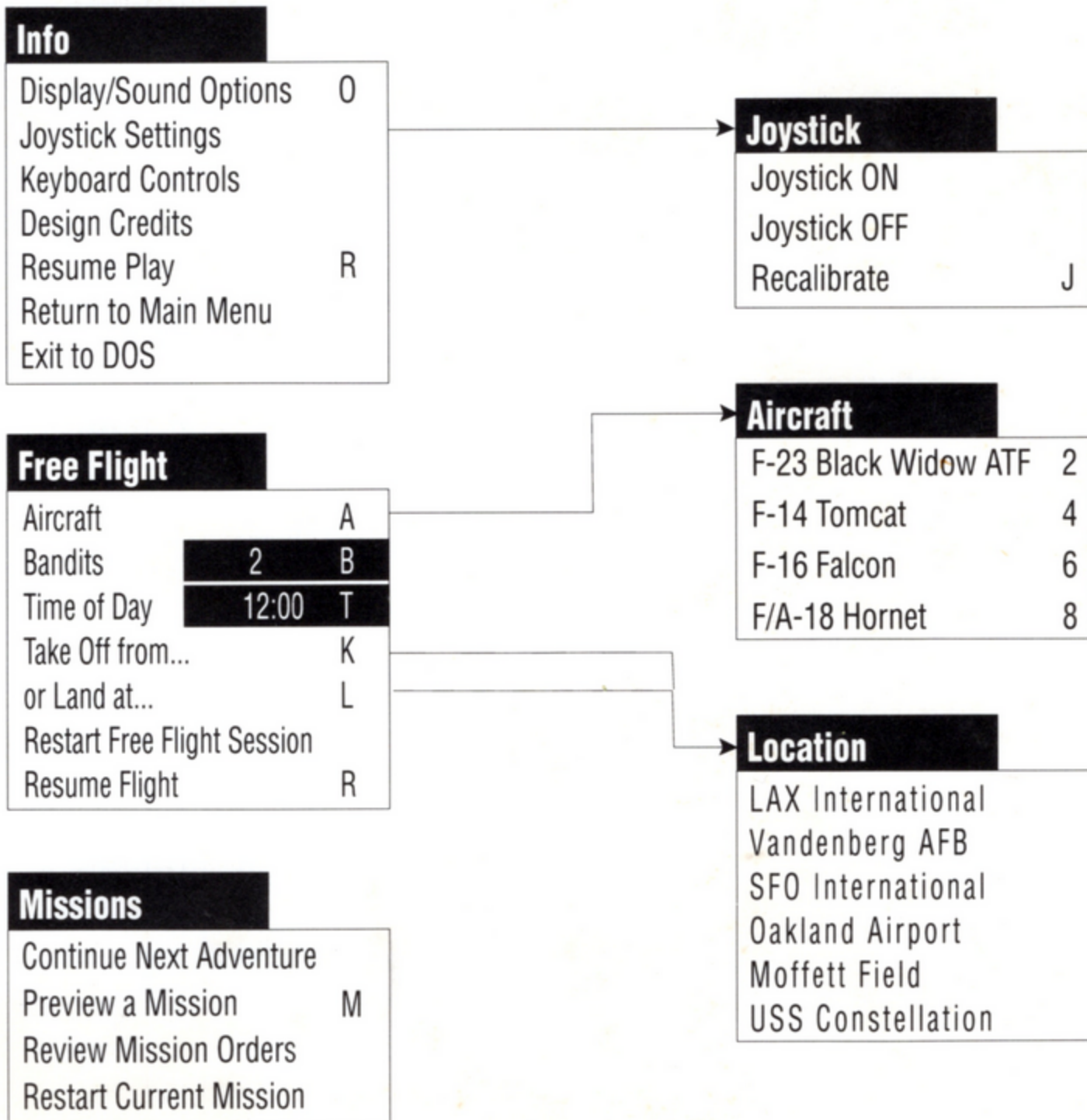|	
1	Video Mode
2	AdLib Card
3	Sound level
4	Engine Volume
5	Sky Hazing
6	Ground Hazing
7	Ground Color
8	Light Source Shading
9	Ground Texture Level

Using the InFlight Menu

Press the <ESC> key at any time during flight, and you will see a "menu bar" pop up across the top of the screen. These are known as the Inflight QuickMenus, with which you can effect various changes without abandoning your current flight scenario. Press the <Enter> key to activate the menu, which will "pop up" a menu list.

The up/down cursor keys can be used to select an item. The left/right cursor keys can be used to access the next menu list. To invoke a menu item, press <Enter>. You can abandon the selection and resume what you were doing by pressing the <ESC> key or the <5> key on the Numeric Keypad.
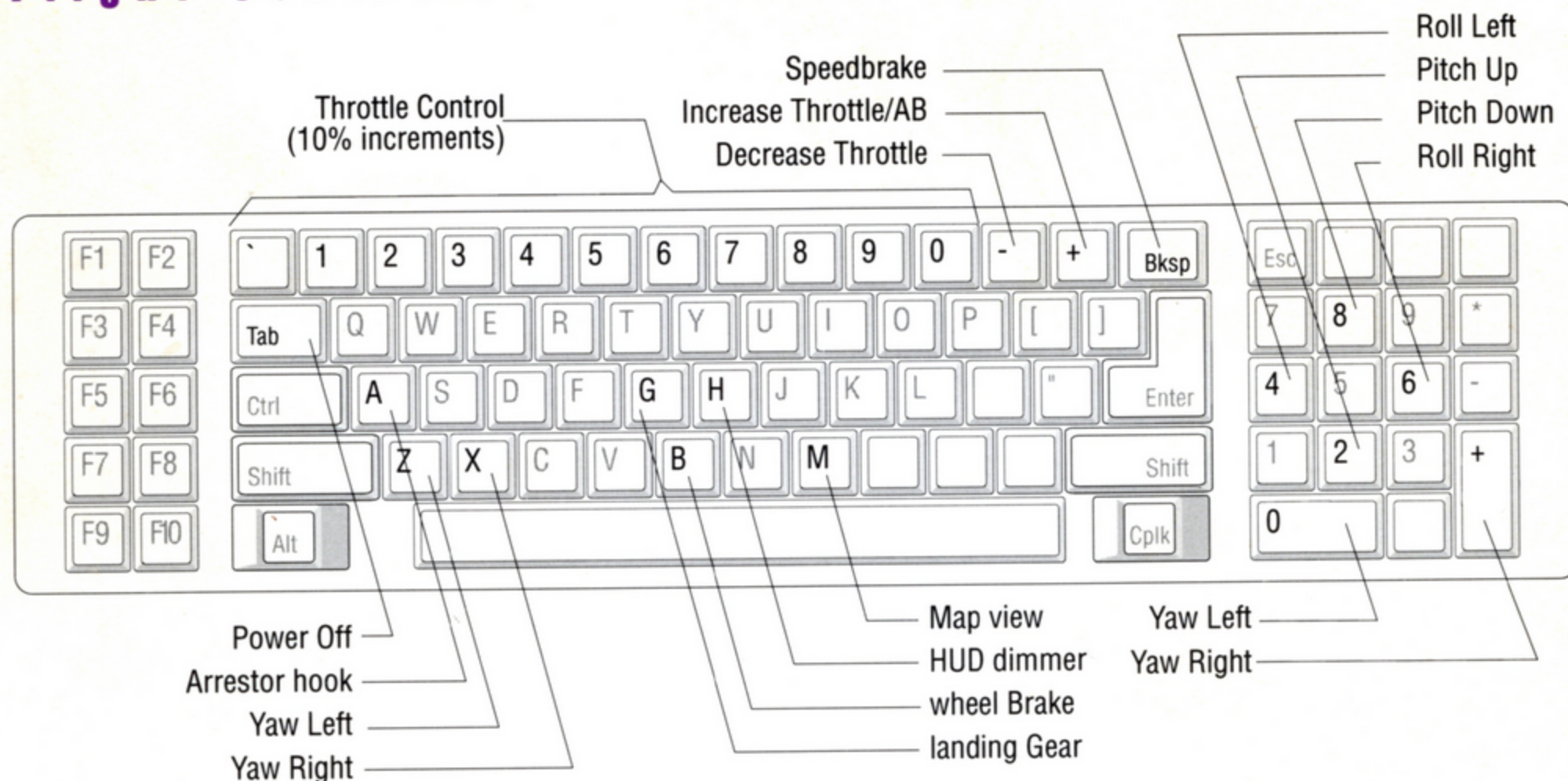
Menu accelerators can be used. Simply press <ESC> and then the key noted to the right of the menu item desired.
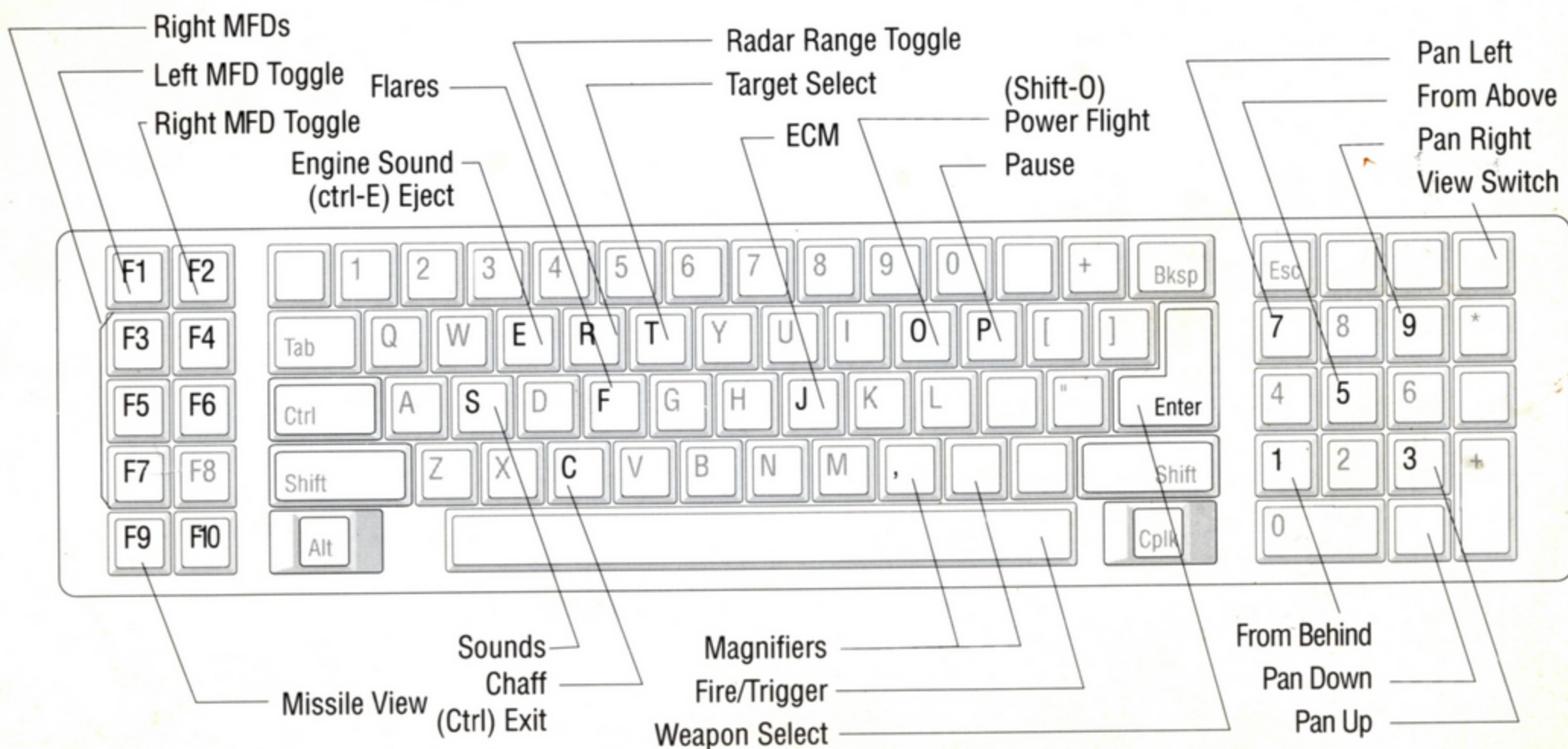
Info

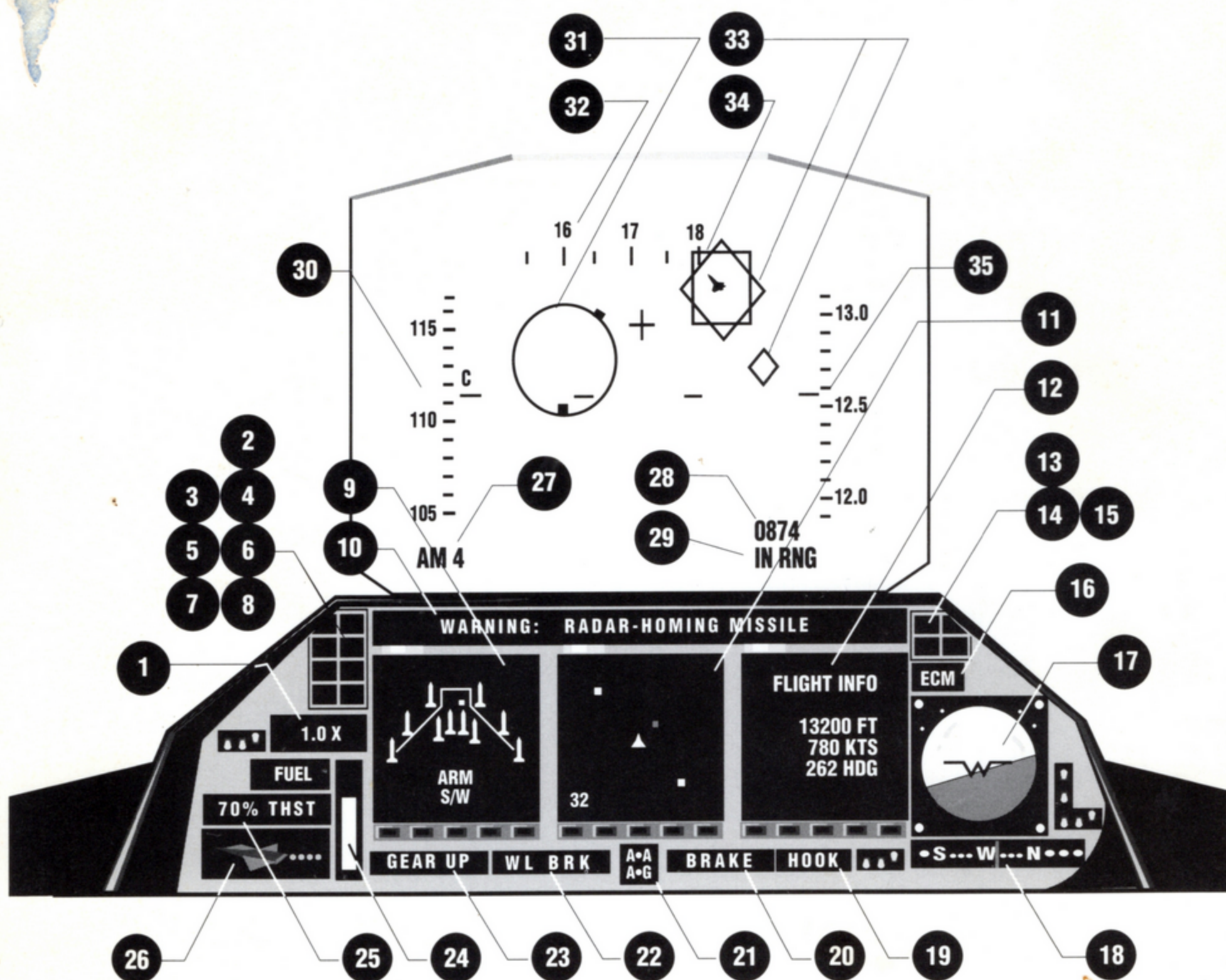|	
Display/Sound Options	O
Joystick Settings	
Keyboard Controls	
Design Credits	
Resume Play	R
Return to Main Menu	
Exit to DOS	

Joystick

Joystick ON	
Joystick OFF	
Recalibrate	J

Free Flight

Aircraft	A
Bandits	2 B
Time of Day	12:00 T
Take Off from...	K
or Land at...	L
Restart Free Flight Session	
Resume Flight	R

Aircraft

F-23 Black Widow ATF	2
F-14 Tomcat	4
F-16 Falcon	6
F/A-18 Hornet	8

Missions

Continue Next Adventure	
Preview a Mission	M
Review Mission Orders	
Restart Current Mission	

Location

LAX International
Vandenberg AFB
SFO International
Oakland Airport
Moffett Field
USS Constellation

Keyboard Controls

Flight Controls

Throttle Control
(10% increments)

Speedbrake
Increase Throttle/AB
Decrease Throttle

Roll Left
Pitch Up
Pitch Down
Roll Right

Power Off
Arrestor hook
Yaw Left
Yaw Right

Map view
HUD dimmer
wheel Brake
landing Gear

Yaw Left
Yaw Right

Weapons, Basic Views & Utilities

Right MFDs
Left MFD Toggle
Right MFD Toggle
Engine Sound
(ctrl-E) Eject
Flares

Radar Range Toggle
Target Select
ECM

(Shift-O)
Power Flight
Pause

Pan Left
From Above
Pan Right
View Switch

Missile View
Sounds
Chaff
(Ctrl) Exit

Magnifiers
Fire/Trigger
Weapon Select

From Behind
Pan Down
Pan Up

ADVANCED VIEWS – To jump to a preset external view, use the shift or alt key, and then press a number key. To set a view, use the key combination ctrl-shift-number key, and the system will freeze that view for later use. Shift-External View is a Control Tower View.

115
C
110
105
AM 4

16 17 18

13.0
12.5
12.0

WARNING: RADAR-HOMING MISSILE

1.0 X
FUEL
70% THST

ARM S/W
32

FLIGHT INFO
13200 FT
780 KTS
262 HDG

ECM

0874
IN RNG

GEAR UP   **WL BRK**   **A•A A•G**   **BRAKE**   **HOOK**   **S---W---N**

F-23 Instrument Panel

1 Zoom factor
2. SAM launch warning
3. Infrared missile warning
4. Radar-homing missile warning
5. Friendly aircraft detected
6. Enemy aircraft detected
7 Engine fire warning
8. Hydraulic failure warning
9. Master Monitor Display
10. Comm message panel
11 Horizontal Situation Display
12. Multi-Function Display
13. Stall warning
14. Low fuel warning
15. Radar observability warning

16. Electronic Counter Measures
17. Attitude indicator
18. Standby magnetic compass
19. Arrestor hook
20. Speed brake
21 Master armament panel
22. Wheel brake
23. Landing gear
24. Fuel level
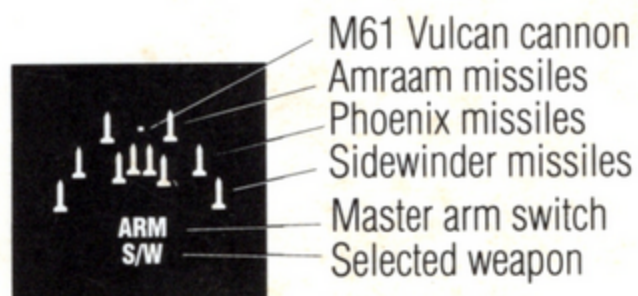25. Thrust level
26. Vectored thrust indicator

HUD

27 Weapon indicator
28. Target closing speed
29. IN RANGE alert
30. Airspeed
31 Pipper
(note range marker & aspect angle)
32. Heading indicator
33. Missile seeker
(both while seeking and locked-on)
34. Target designator
35. Altitude

Multi Function Displays

MMD
Master Monitor Display

Stores Management Panel

- M61 Vulcan cannon
- Amraam missiles
- Phoenix missiles
- Sidewinder missiles
- Master arm switch
- Selected weapon

ARM
S/W

Instrument/Carrier Landing System

CLS ILS

RNG 10.3 MI
VRT -081 F/S
AOA 08°

- Distance to air base
- Vertical speed -ft/sec
- Your "angle of attack"

MFD
Multi Function Display

F3

FLT INFO

3200 FT
420 KTS
265 HDG

- Altitude in feet
- Speed in Knots
- Directional heading

F4

TIME/POS

08:46:13
34.0 N
118.3 W

- Current Time
- Current Latitude
- Current Longitude

F5

MIG-29

14075 FT
443 KTS
112 HDG

- Type of craft targeted
- Target's altitude in feet
- Target's speed in knots
- Target's directional heading

F6

CM STORES

16 FLARE
16 CHAFF

- Counter Measures Stores
- Number of IR Flares
- Number of Radar Chaff Paks

F7

GND TRGS

1. > 318/45
2.   320/54
3.   323/76

- Active Ground Target Display
  Target site direction/range
  (in miles)

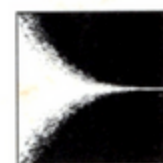## HSD
Horizontal Situation Display

These are the target planes.

Color code	Altitude
Red = Enemy	Small dot = lower
Green = Friendly	Large dot = higher
Violet = Carrier	
Gray = Unknown	

Use 'T' to toggle between them.

This represents your plane

32

This shows the radar range setting, which you can change by pressing 'R' Set to 4, 15, and 32 miles in range.

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